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## NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill. If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

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## BESOIN D'AIDE DANS UN JEU?

Des astuces préenregistrées pour de nombreux titres sont disponibles sur la Power Line de Nintendo au (425) 885-7529 (en anglais seulement). Puisque l'appel pourrait être interurbain, demandez la permission à la personne qui paie les factures de téléphone avant d'appeler. Vous pouvez aussi utiliser votre moteur de recherche préféré pour trouver des astuces sur Internet. Essayez quelques-uns de ces mots clés dans votre recherche : « solution complète », « FAQ », « codes », « trucs » et « astuces ».

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## ¿NECESITAS AYUDA CON UN JUEGO?

Puedes escuchar consejos grabados para muchos títulos a través del servicio Power Line de Nintendo, llamando al (425) 885-7529. Esta puede ser una llamada de larga distancia, así que asegúrate de pedir permiso a la persona que paga la factura del teléfono. Si el servicio Power Line no tiene la información que necesitas, te recomendamos que uses el motor de búsqueda que prefieras para encontrar consejos para el juego. Algunas de las palabras que te ayudarán en tu búsqueda, además del título, son "instrucciones paso a paso", "preguntas frecuentes", "códigos" y "consejos".

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PRINTED IN USA

Wii™

# METROID™ PRIME TRILOGY

INSTRUCTION BOOKLET

Ymm's Lair

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## ⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| | | |
|---|---|---|
| Convulsions | Eye or muscle twitching | Altered vision |
| Loss of awareness | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## ⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## ⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

## IMPORTANT LEGAL INFORMATION

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REV-E

# WARRANTY & SERVICE INFORMATION

REV-Q

**You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer.** Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

### HARDWARE WARRANTY

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### GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.*

### SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You need to enable "Surround" in the sound settings of the game console.

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Vinm's Lair

# METROID™ PRIME TRILOGY

Metroid Prime: Trilogy is a deluxe version of the three original Metroid Prime games, with added control elements to unify the experience into a single story arc. All three adventures utilize the ultimate in first-person controls, as does the included multiplayer mode from Metroid Prime 2: Echoes.

As an added bonus, the Art Booklet introduces previously unreleased concept art from the Metroid Prime series and sheds light on a story steeped in mystery.

**Samus Aran**

One of the most skilled bounty hunters in the galaxy.

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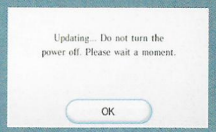
### System Menu Update

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest system menu, and if necessary, a Wii system update screen will appear. Press OK to proceed.




### CAUTION: Wrist Strap Use

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote controller in case you accidentally let go of the Wii Remote during game play.

**Also remember the following:**

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

Vinm's Lair

# GETTING STARTED

Be sure to insert the Game Disc correctly into the Disc Slot on the Wii console. The power on the Wii console will come on, when the Game Disc is inserted

### 1.

When the screen at right is displayed, read the content carefully and press Ⓐ.

*Even if you turn on the Wii console power first and then insert the Game Disc, the screen at right will still appear.

⚠WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Also online at
www.nintendo.com/healthsafety/
Press Ⓐ to continue.

### 2.

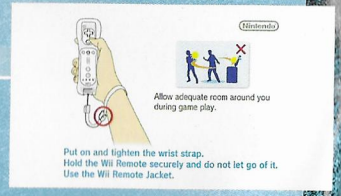
Point to the Disc Channel on the Wii Menu and press Ⓐ.

### 3.

When the Disc Channel screen is displayed, point at Start and press Ⓐ.

### 4.

The strap-information screen will be displayed, so when you are ready, press Ⓐ. The title screen will then be displayed.


Allow adequate room around you during game play.
Put on and tighten the wrist strap.
Hold the Wii Remote securely and do not let go of it.
Use the Wii Remote Jacket.



## File Selection

If you press Ⓐ on the title screen, the screen at right will be displayed. When playing from the beginning of the game, point to New Game; when continuing a previous game, point to the file you already saved; then press Ⓐ. You will go to the main menu.

| | |
|---|---|
| New Game | Select a Mii™ character saved in the Wii console, and create a new file. (Or you can select a preset Mii in the game.) When this is complete, you will go back to the file-selection screen. |
| Copy Slot | You can copy a saved file to another location. However, please note that your Friend Vouchers (page 8) will not copy. |
| Erase Slot | You can also delete the saved file you selected. Please note that deleted files cannot be recovered, so be careful. |

## Main Menu

### Start Single Player

This mode is played by one person, progressing through the story. When playing for the first time, select "Normal" or "Veteran" for the level of difficulty. If you have already saved, you can continue from your previous game.

- METROID PRIME (page 10)
- METROID PRIME 2: ECHOES (page 24)
- METROID PRIME 3: CORRUPTION (page 40)

### Play Metroid Prime 2: Echoes Multiplayer

This mode can be enjoyed by two to four players. To play the game in this mode (page 56), you will need enough Wii Remote™ and Nunchuk™ controllers for each person playing.

### Options

You can tweak the game's settings here. Select from following options menu, and tweak the settings. If you select Defaults, you can return to the initial settings. When you make any change in Options, the game will automatically save when returning to the Main Menu.



Vinm's Lair

## Controls

| | |
|---|---|
| Sensitivity | This sets the level of how much the viewpoint (camera) moves if you move where you aim with the pointer. Please select one of the following three settings.<br>***Basic:*** The angle doesn't move unless you aim at the edge of the screen.<br>***Standard:*** Compared to Basic, the angle moves with less movement of the pointer.<br>***Advanced:*** If you move the pointer slightly, the angle will move. |
| Lock On / Free Aim | This sets whether you can move where you aim while locked on. The initial setting is ON, and your aiming cursor will move while locked on. |
| Rumble | This turns the Wii Remote controller's vibration function ON / OFF. |
| Swap Jump / Fire | This switches the buttons you use for firing beams and jumping. |
| Swap Visor and Beam / Hyper | This replaces the button you use for switching visors (page 16) with switching beams (page 14) or activating Hypermode (page 54). |

## Display

| | |
|---|---|
| Brightness | This sets the brightness of the screen from 0 (dark) to 100 (bright). |
| HUD Lag | This sets whether to allow the visor frame to swing with your movement. |
| Hint System | This sets whether to display hints using the map. |
| Bonus Credit Messages | When you obtain credits, this sets whether that information will be displayed on screen. |

## Sound

| | |
|---|---|
| Sound FX | This sets the volume of sound effects from 0 (silent) to 100 (maximum). |
| Music | This sets the volume of the music from 0 (silent) to 100 (maximum). |
| Speech | This sets the volume of the voices in Metroid Prime 3: Corruption from 0 (silent) to 100 (maximum). |



## Extras

In Extras, on the main menu, you can enjoy various bonuses by paying credits (page 9) to each gallery.

| | |
|---|---|
| Storyboard Art | View concept art or storyboard art content. |
| Bonus Gallery | You can obtain special prizes, or view dioramas. |
| Soundtrack Gallery | Listen to the music in the game. |
| Friend Vouchers | You can send Friend Vouchers (page 9) you obtain during the game to friends registered on your Wii console. Only players that have the North American version of Metroid Prime: Trilogy can receive them. After you decide the number of Friend Vouchers to send to your friends, the game will automatically save. |
| Configure WiiConnect24 | If you select Yes, you can inform friends registered on your Wii console that you got this software. |

## Bonus Gallery

Some prizes you can earn in Extras can be enjoyed within the game.

| | |
|---|---|
| Screen-Shot Tool | Press ✚ to capture a photograph of the screen. Screen shots will automatically be posted on the Wii Message Board. Please note that if you post too many screens, the Wii Message Board data will fill up quickly, and old messages will be deleted. Delete unneeded data on the Wii Menu.<br>*For details about the Wii Message Board, please see the Wii Console Operations Guide. |
| Fusion Suit | *Metroid Prime only:* Samus's suit will change into the Fusion Suit, which first appeared in Metroid Fusion. |
| Bumper Stickers | *Metroid Prime 3 only:* If there is save data for a certain game in the Wii console, a sticker for that game will be stuck onto the hull of the Gunship. |
| Mii Bobblehead | *Metroid Prime 3 only:* A bobblehead of the Mii will appear inside Samus's Gunship. |



Vinny's Lair

## About Credits

During the game, when certain conditions are met, you will obtain Credits and Friend Vouchers. You can exchange credits for bonuses in Extras on the main menu.

Friend Voucher

METROID PRIME

Orange Credit Silver Credit

METROID PRIME 2

Purple Credit Silver Credit

METROID PRIME 3

Blue Credit Yellow Credit

Red Credit

## About the Friend Vouchers You Receive

You can exchange the Friend Vouchers you receive from friends for Friend Credits. If you receive Friend Vouchers, the number of Vouchers you received will be displayed after the save file selection, so select the number of Vouchers you want to exchange for credits.

Friend Credit

You can use Friend Credits for various things, in the same way as regular Credits.

*The Friend Voucher itself cannot be exchanged for bonuses in Extras on the main menu. Only after you have exchanged it to a Friend Credit, you can use it to exchange for bonuses.

## About the Mii character

A Mii character is personal data you can save in the Wii console, which you will use in the save file in this software. Even if you select Delete on the file- selection screen and delete this software file, the Mii character saved on the Wii console will not be deleted. Conversely, if the Mii character in the Wii console is deleted, you will need to re-register the Mii character that you registered in this software.



# METROID PRIME

Cosmo Dating System, Year 20X5, Galactic Federation exploratory vessel was attacked and destroyed by Space Pirates which transporting an unknown life form that was captured on SR388. The Metroid was taken to a stronghold on the planet Zebes.

The Galactic Federation tasked a skilled bounty hunter named Samus™ Aran with the complete annihilation of the Space Pirates and the Metroids. Samus infiltrated the base on Zebes alone, and after a bitter struggle, she destroyed Mother Brain, the mechanical life form that controlled the planet, and completed the mission. It seemed that the Space Pirates' plans had been foiled...

### Metroid

A floating life-form that multiplies when exposed to beta rays, then attaches to other living things and sucks the energy from them.

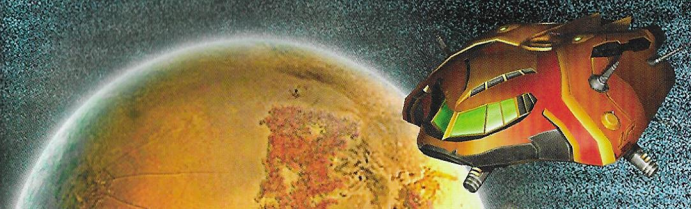
However, the Space Pirates have not been wiped out. Some had slipped away in a ship that had been in orbit around the planet Zebes.

They divided into two camps, with one camp returning to Zebes to begin rebuilding their facility, and the other going out to search for a new planet with powerful energy resources. It was this latter group that detected a powerful energy signature on the planet Tallon IV.

On this planet, they discovered many ruins bearing evidence of the Chozo civilization. Before long, they found pulses of energy emanating from a meteor sealed beneath the Chozo temple ruins.

The substance of this meteor, called Phazon, had a peculiar capacity to mutate. The Space Pirates who identified that characteristic began to experiment, mutating the life forms of Tallon IV via Phazon. At the same time, to obtain the meteorite thought to be the Phazon core, they tried to breach the area beneath the temple. However, they were thwarted by a riddle that locked away the inner sanctum.

And now, the radar on Samus's Gunship identifies the ship of the Space Pirates in orbit above Tallon IV...





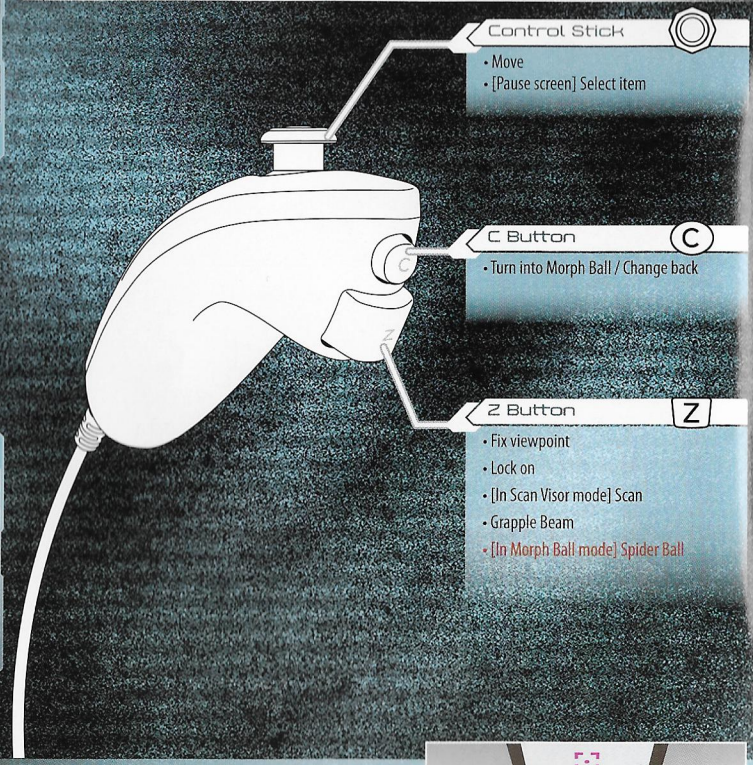
Vmm's Lair

# Controls

Metroid Prime is played with a combination of the Nunchuk and the Wii Remote. You will be able to use the controls shown in red as the game progresses.

You cannot use the Nintendo GameCube™ controller to operate this game.

## Nunchuk



### Control Stick

- Move
- [Pause screen] Select item

### C Button

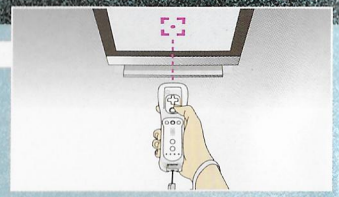
- Turn into Morph Ball / Change back

### Z Button

- Fix viewpoint
- Lock on
- [In Scan Visor mode] Scan
- Grapple Beam
- [In Morph Ball mode] Spider Ball

### Pointing

Facing the Wii Remote pointer toward the screen and indicating a certain location is called pointing. In this game, moving aiming point and changing the view angle are done by pointing.



## Wii Remote

### Pointer

- Aim
- (Point to edge of screen) Move viewing angle

### Power Button

- Turn power ON / OFF

### +Control Pad

- [Pause screen] Select item
- Take screen shot
- Shoot missile
- (Press and hold A until completely charged) Charge Combo
- [In Morph Ball mode] Power Bomb

### Minus Button

- (Press and hold) Switch visor

### 1 Button

- Display map screen

### B Button

- Cancel
- Jump
- [During jump] Space Jump
- [In Morph Ball mode] Boost Ball

### A Button

- Confirm item
- Shoot beam
- (Press and hold) Charge
- [In Morph Ball mode] Bomb

### + Button

- (Press and hold) Switch beam

### HOME Button

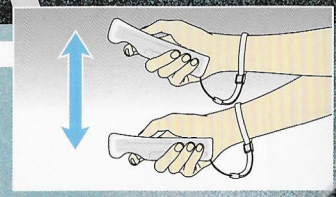
- Display HOME Button menu

### 2 Button

- Display pause screen

### Shaking the Wii Remote

If you shake the Wii Remote in Morph Ball mode (once you have bombs), you can perform the Spring Ball, where you jump as a Morph Ball.







Vimm's Lair

# Samus's Actions

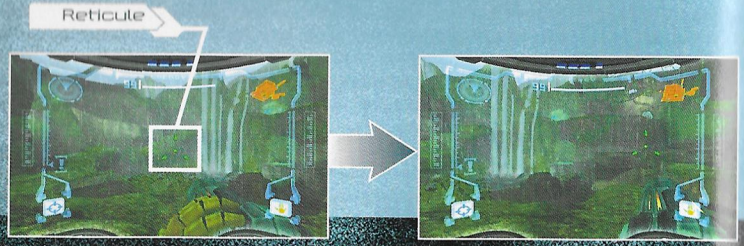
## Move / Jump / Space Jump

Samus will move in the direction ◎ is tilted. Press B to make Samus jump. During the jump, if you press B, Samus will then be able to do a Space Jump—a second midair jump.

## Aiming and Changing View

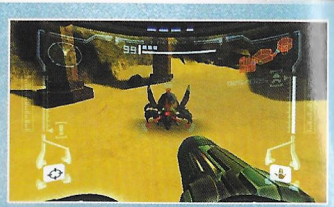
You'll aim beams or missiles at wherever you point with the Wii Remote. If you aim at the edge of the screen, the viewing angle will move in that direction.

*Set up the movement sensitivity in "Sensitivity" in Controls (page 7).




## Lock-On

You can lock onto nearby enemies and focus your field of vision by pressing down on Z. If you lock on and shoot missiles (page 14), they will fly toward the enemy. To cancel the lock-on, let go of Z.



### Aiming During Lock-on

When the Lock-on Free Aim (page 7) is turned ON, you will be able to freely aim the arm cannon during lock-on. Beams will then fly toward where you aim, but missiles will still track the target you locked onto.

### Moving During Lock-on

If you tilt ◎ while locked onto an enemy, you can move while remaining focused. Also, if you tilt ◎ right or left while locked on and lightly press B, you can do a sidestep.



## Beams

Shoot beams with Ⓐ. If you press and hold Ⓐ it will charge, then when you let go, you will shoot the Charge Beam. Additionally, while charging, you can pull in Energy Balls or missiles.

## Switching Beams

If you press ⊕, the beam-selection screen will be displayed. Point to the beam you want to switch to and let go of ⊕ to switch the beam.
*When using beams other than the Power Beam, you can switch back to the Power Beam by quickly pressing ⊕.

| | |
|---|---|
| Power Beam | You can use this beam from the beginning. The force of a single shot is low, but you can fire rapidly. |
| Ice Beam | This beam can stop some enemies by freezing them. It has a slower rate of fire and cannot do rapid-fire, but the force of each shot is more powerful than the Power Beam. |
| Wave Beam | The Wave Beam fires 3 oscillating waves of energy. When you lock on and fire, the beam homes the target. Enemies hit by this beam may get a electric shock and be unable to move. |
| Plasma Beam | This beam launches streams of molten energy. It can ignite some enemies, and sometimes it can melt ice, but it is a short-range weapon. |

## Missile

If you press ✚, you can shoot a missile. If you lock on to the enemy and shoot a missile, it will home in on the enemy. When you fire, your stock of missiles goes down.

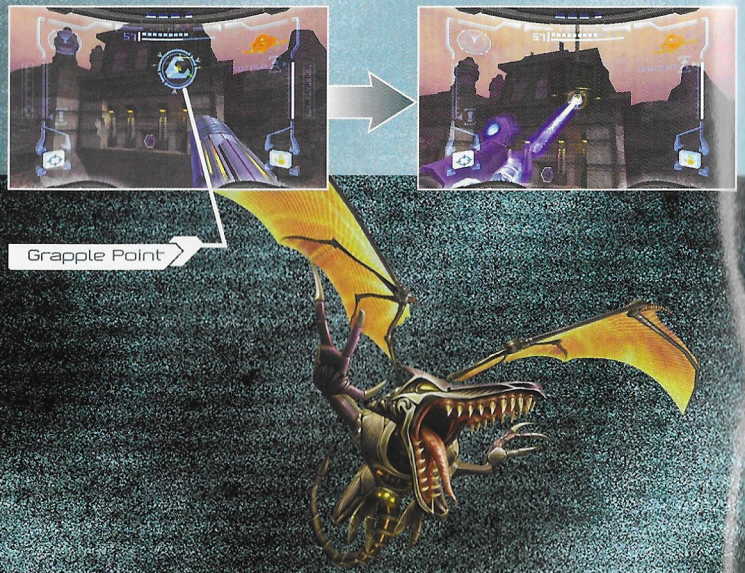
## Charge Combo

As the game progresses and you obtain the Charge Combo for each beam, you will be able to combine missiles with the beams you are using to fire a very powerful attack. When you press and hold Ⓐ and charge it to its maximum, press on the ✚ while still holding down Ⓐ. The performance of the Charge Combo and the number of missiles it consumes will vary according to the beam you are using.

| Charge Combo Name | Corresponding Beam | Missiles Consumed |
|---|---|---|
| Super Missile | Power Beam | 5 missiles |
| Ice Spreader | Ice Beam | 10 missiles |
| Wavebuster | Wave Beam | 10 at launch + more consumed while holding down Ⓐ or ✚. |
| Flamethrower | Plasma Beam | |

## Grapple Beam

When you use the Grapple Beam, you will be able to latch onto a Grapple Point, gain momentum and fly through the air. If you lock onto the Grapple Point with Z, the beam will automatically launch and allow you to hang, and so just release with good timing to launch into the air.



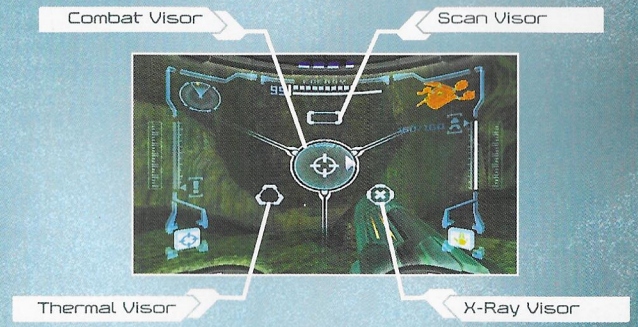



## Visors

Samus has four visors she can use, each with varying functions. Try to utilize the special characteristics of each one as you search the planet and defeat enemies.

### Visor-Select Screen

If you press and hold −, point to the visor you want to use, and let go of −, you'll change your visor. Try to move ahead in the game by utilizing each function. Additionally, while equipping visors other than Combat Visor, you can change back to Combat Visor by tapping on −.



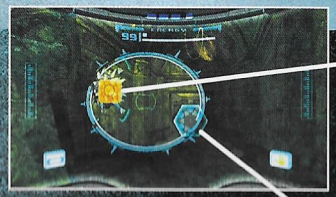

### Combat Visor

The most basic visor. You will use this mainly during battle.

Vinny's Lair

## Scan Visor

This visor reads information from creatures or computer terminals and collects data. While using the Scan Visor, you will not be able to use your weapons.



### Scan Targets

Red scan icon will appear on important target, while other targets will be displayed as orange scan icon. For targets you have already scanned, their scan icons will be displayed in transparent manner.

### Aim Cursor

You can scan creatures or various substances that are caught within this cursor.

## Performing a Scan

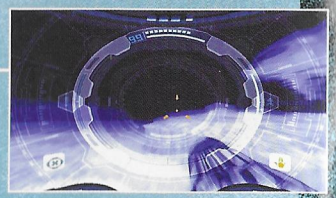
With the target caught within the aim cursor, press and hold Z to scan. Some devices can be activated by scanning. Also, when particularly important items are scanned, they are recorded in the Logbook (page 23).

## Thermal Visor

This can detect the temperature of your surroundings. It may shows some enemy's locations or weaknesses that you can't see with the Combat Visor, and will show you areas where the temperature is abnormal.

## X-Ray Visor

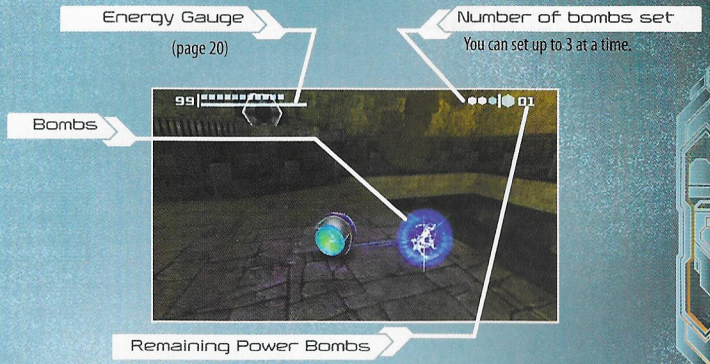
This allows you to see through walls and find hidden passages or invisible objects. It is also possible to use it to see enemies that use optical camouflage to make themselves invisible.





## Morph Ball

If you press C, Samus will roll up into a ball and will be able to get through narrow passages, such as air vents or hidden passages.




## Bombs

You can set bombs with A and damage your enemies with the blast or destroy certain floors or walls. You can also jump as a Morph Ball using the blast.

## Spring Ball

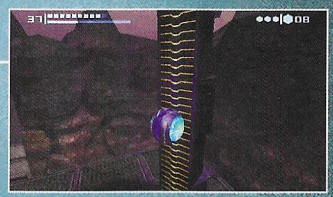
If you shake the Wii Remote once you've gotten Bombs, you can jump while still in Morph Ball mode.

## Boost Ball

As the game progresses, once you obtain the Boost Ball function, you will be able to do high-speed moves by pressing, holding, then letting go of B. Note that the longer you hold B, the longer you can move with the Boost Ball.

## Spider Ball

Once you obtain the Spider Ball, you will be able to magnetically attach yourself in Morph Ball mode to certain magnetic tracks by pressing and holding Z. If you move ◎ on a Spider Ball track, you can move along the track.



## Power Bomb

Once you find Power Bombs, you will be able to use a powerful bomb by pressing ✚. Power Bombs deal major damage to enemies in a wide range. When you use a Power Bomb, your stock of Power Bombs is reduced by one.



Vinm's Lair

# Game Screens

## Basic Screen (when using Combat Visor)

This is the basic screen when you're using the Combat Visor (page 16). The map screen (page 21) is displayed with ①, and the pause screen (page 22) is displayed with ②.

*The screen display may change depending on what is equipped or Samus's status.

**Missile Gauge**
The missile quantity is shown on the gauge. The numbers on the left are the current amount / maximum amount.

**Map**
This shows a 3-D map of your surroundings.

**Energy Gauge**

**Radar**
Surrounding enemies appear as orange dots with Samus in the center.

**Warning Gauge**
When you get close to something dangerous in the environment, such as high temperature or poison, the gauge will stretch and warn you.

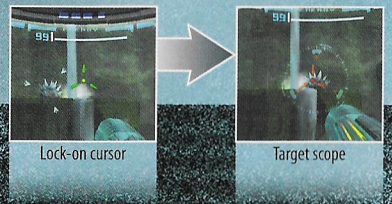
**Visor currently in use**

**Reticule**

**Beam currently in use**

### Lock-on cursor & target scope

When you get close to an object or enemy that can be locked onto, the lock-on cursor will appear, and when you lock on, it will change to a target scope.



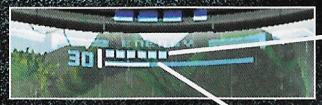
Lock-on cursor

Target scope



### Reading the Energy Gauge

The energy gauge shows the life of Samus. You can restore energy by obtaining items such as Energy Balls or by using a save station or Samus's Gunship.



**Energy Tank**
One of these will fill the energy gauge. A square is added each time you obtain an Energy Tank.

**Energy Gauge**
The number on the left is the current energy level. It goes down when you take damage, and when it gets to 0, one Energy Tank will be empty.

### Game Over

The game is over when all Energy Tanks are empty and the energy gauge is at 0. To start from the last place you saved, select Yes with ◎ or ✚, and confirm with Ⓐ. If you select No, you'll go back to the title screen.

# Saving

You can save the game's progress by jumping onto a save station or Samus's Gunship. In order to save, you will need two available blocks in the Wii console memory. Please note that once data is overwritten, it cannot be recovered, so please be careful.

*For information on how to delete files within the Wii console memory, please see the Wii Operations Manual.

### Save Stations

Save stations are devices installed in many locations. In addition to being able to save your status, you can also restore your energy.

### Gunship

The Gunship is Samus's vehicle. In addition to being able to restore energy, you can also restore missiles and Power Bombs here.

Vmm's Lair

# Map Screen

If you press (1), the current area map will be displayed, and the places you have visited so far will be displayed in orange. Also, if you display the world map with (A), you can check the worlds you have visited up to now.

Additionally, if you download a map at the Map Station in each area, the areas you have not visited yet will appear in blue.

**Map icons**

Items displayed with ??? will become clear as the game progresses.

**Samus's current location**

Samus is facing the arrow's direction.

## Map screen controls

| | |
|---|---|
| ◎ | Rotate |
| Z + ◎ | Move |
| + | Enlarge map |
| − | Shrink map |
| A | Switch area map and world map |
| 2 | Switch view/hide Key/Legend |
| B / 1 | Exit |

## About doors

Each area has various doors set up. If you shoot the corresponding beam or missile at the door, you can unlock it and open it. In the case of Blast Shield doors, you must open the lock with a missile, it will then change to a blue door.

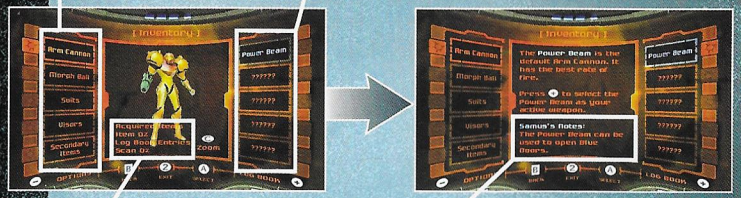
# Pause Screen

If you press (2), the pause screen will be displayed, and you can switch between Inventory, Logbook, and Options with + and −. For the Menu, select with ◎ or ✚ and press (A) to confirm.

**Menus**

## Inventory

This allows you to check the equipment Samus can use and an explanation of it. Select the equipment type, then select the equipment.




**Equipment type**

**Equipment list**

**Item acquisition rate and scan rate**

Page 17

**Explanation of equipment**

Up/Down on ◎ switches between pages.

## Equipment Types

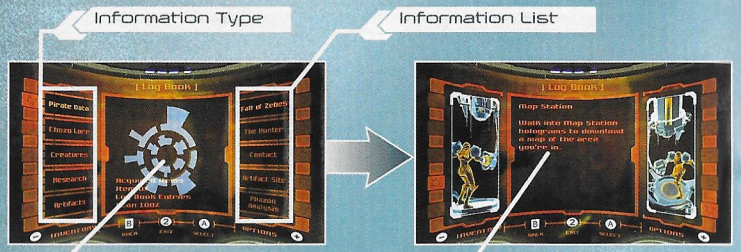
| | |
|---|---|
| Arm Cannon | Samus's various beams (page 14). |
| Morph Ball | Morph Ball upgrades (page 18). |
| Suits | Power Suit upgrades. |
| Visors | Samus's various visors (page 16). |
| Secondary Items | Other equipment, such as missiles, Charge Combos (page 15) |



Vinnie's Lair

## Logbook

This allows you to check the information you scanned (page 17). Select the type of information then the information itself.


Information Type
Information List
Chozo Artifact information
Chozo Artifacts that have been acquired are displayed in orange.
Explanation
Switch pages with up/down on ◎.

## Information Types

| | |
|---|---|
| Pirate Data | Data you deciphered that was encrypted by the Space Pirates. |
| Chozo Lore | Messages left by the Chozo. |
| Creatures | Information about enemies. Some of them allow you to check their weaknesses. |
| Research | Information about devices or items. You can also check the effects of the items. |
| Artifacts | Information that allows you to check hints for finding Chozo Artifacts or read about the Chozo Artifacts you have already acquired. |

## About the Chozo Artifacts

Chozo Artifacts are special messages left by the Chozo. If you scan a hologram somewhere, you will be able to get hints on the whereabouts of each Chozo Artifact.

## Options

The settings are the same as the Options (page 7) you can select on the main menu, but on this screen, there is also visor setting for tweaking your visors. Also, if you select Quit Game, the game will end and you will go back to the title screen.
*If you select Quit Game, any data after the last save place will disappear, so please be careful.

## Visors

| | |
|---|---|
| Helmet Opacity | This sets the transparency of the helmet displayed on the screen from 0 (transparent) to 100 (dark). |
| HUD Lag | This switches whether you allow the visor frame to swing with your movement. |
| Visor Opacity | This sets the transparency of each bit of data displayed on the screen from 0 (transparent) to 100 (dark). |



# METROID PRIME 2: Echoes

Once, long ago, a race of creatures called the Luminoth settled on the planet Aether. For a time, they lived in a peaceful era, but soon, it became clear that the planet's energy was being depleted. To survive this danger, the Luminoth built Energy Controllers in three areas and linked them to their Great Temple. Eventually, the risk passed, and the Luminoth once again thrived in an era of peace and prosperity.

However, the peace did not continue for long. A meteor crashed into Aether. The explosion and the energy from the meteor opened up a dimensional rift in the planet, spawning a second planet that existed in a different dimension. It was a similar world to Light Aether—they called it Dark Aether, and an evil race of dark creatures the Luminoth called Ing ventured forth, spreading violence.

The Ing were able to fight in the light world by possessing the creatures of Light Aether. The Luminoth were unable to fight in the noxious gases on Dark Aether. Eventually, they were driven into a corner.

## Luminoth

The planet's energy was divided between the two worlds (Light Aether and Dark Aether), and if all of the energy was collected by Light Aether, Dark Aether would be extinguished. The Luminoth, who had realized this fact, made a plan to take all of the energy from Dark Aether, and counterattack. However, the plan failed, and the Energy Transfer Module they developed was taken from them.

The Ing began to take the energy from all of the temples of the Luminoth except for the Great Temple, putting the lives of the Luminoth and the existence of Light Aether in a precarious state.

At this critical time, a Federation ship chased a Space Pirate vessel onto the surface and engaged them, only to be attacked and decimated by the Ing. The Federation dispatched Samus Aran to investigate why contact was lost.

## Ing



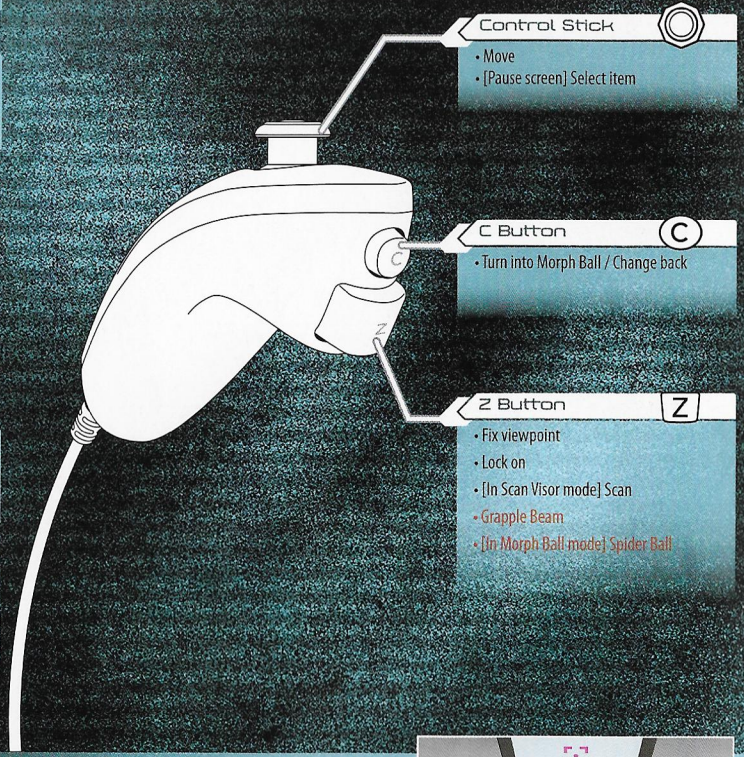
Vmm's Lair

# Controls

Metroid Prime 2: Echoes is played with a combination of the Nunchuk and the Wii Remote. You will be able to use the controls shown in red as the game progresses.

You cannot use the Nintendo GameCube controller to operate this game.

## Nunchuk



### Control Stick

- Move
- [Pause screen] Select item

### C Button

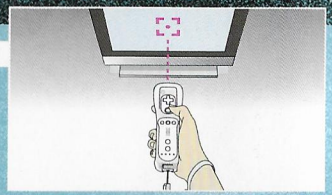
- Turn into Morph Ball / Change back

### Z Button

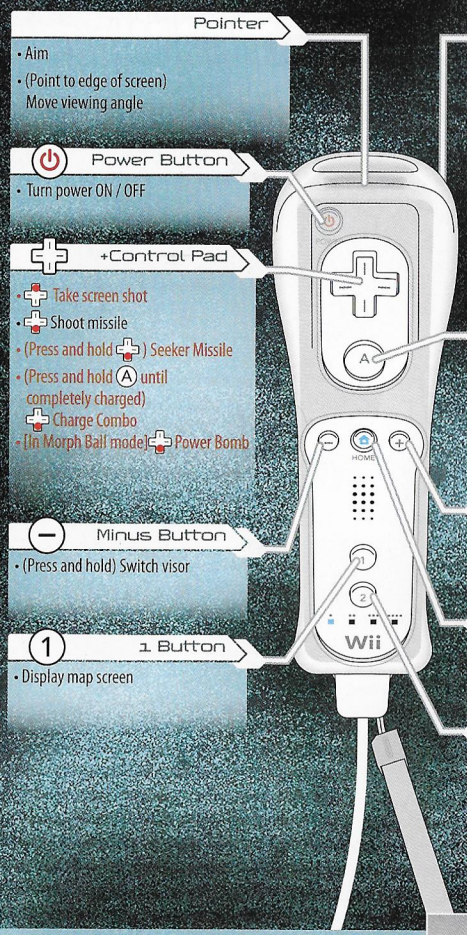
- Fix viewpoint
- Lock on
- [In Scan Visor mode] Scan
- Grapple Beam
- [In Morph Ball mode] Spider Ball

## Pointing

Facing the Wii Remote pointer toward the screen and indicating a certain location is called pointing. In this game, moving aiming point and changing the view angle are done by pointing.



## Wii Remote



### Pointer

- Aim
- (Point to edge of screen) Move viewing angle

### Power Button

- Turn power ON / OFF

### +Control Pad

- Take screen shot
- Shoot missile
- (Press and hold ) Seeker Missile
- (Press and hold A until completely charged) Charge Combo
- [In Morph Ball mode] Power Bomb

### Minus Button

- (Press and hold) Switch visor

### 1 Button

- Display map screen

### B Button

- Cancel
- Jump
- [During jump] Space Jump
- [During Space Jump] Screw Attack
- [In Water, press and hold after Space Jump] Gravity Boost
- [In Morph Ball mode] Boost Ball

### A Button

- Confirm item
- Shoot beam
- (Press and hold) Charge
- [In Morph Ball mode] Bomb

### + Button

- (Press and hold) Switch Beam

### HOME Button

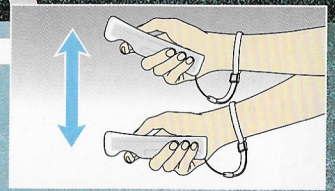
- Display HOME Button menu

### 2 Button

- Display Pause screen

## Shaking the Wii Remote

If you shake the Wii Remote in Morph Ball (once you have bombs), you can perform the Spring Ball, where you jump as a Morph Ball.







Vmm's Lair

# Samus's Actions

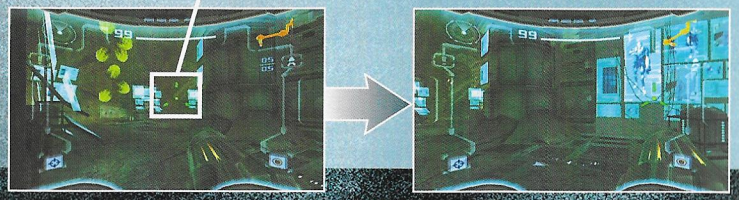
## Move / Jump / Space Jump

Samus will move in the direction ◎ is tilted. Press B to make Samus jump. During the jump, if you press B, Samus will then be able to do a Space Jump—a second midair jump.

## Aiming and Changing View

You'll aim beams or missiles at wherever you point with the Wii Remote. If you aim at the edge of the screen, the viewing angle will move in that direction.

*Set up the movement sensitivity in "Sensitivity" in Controls (page 7).




## Lock-On

You can lock onto nearby enemies and focus your field of vision by pressing down on Z. If you lock on and shoot missiles (page 28), they will fly toward the enemy. To cancel the lock-on, let go of Z.

### Aiming During Lock-on

When the Lock-on Free Aim (page 7) is turned ON, you will be able to freely aim the arm cannon during lock-on. Beams will then fly toward where you aim, but missiles will still track the target you locked onto.

### Moving During Lock-on

If you tilt ◎ while locked onto an enemy, you can move while remaining focused. Also, if you tilt ◎ right or left while locked on and lightly press B, you can do a sidestep.



## Beams

Shoot beams with Ⓐ. If you press and hold Ⓐ it will charge, then when you let go, you will shoot the Charge Beam. Additionally, while charging, you can pull in Energy Balls or missiles.

## Switching Beams

If you press ⊕, the beam-selection screen will be displayed. Point to the beam you want to switch to and let go of ⊕ to switch the beam.

*When using beams other than the Power Beam, you can switch back to the Power Beam by quickly pressing ⊕.

| | |
|---|---|
| Power Beam | You can use this beam from the beginning. The force of a single shot is low, but you can fire rapidly. |
| Dark Beam | This is a slower shot, but effective on the enemies in light side. When you fire it, you use dark ammo. |
| Light Beam | This is a short-range weapon. However, this weapon is effective on dark enemies. When you fire it, you use light ammo. |
| Annihilator Beam | This is a powerful beam that consumes both light and dark ammo. It is effective against all enemies, and although the speed is slower, it has a homing function. |

## Missiles

If you press ✚, you can fire missiles. If you lock onto the enemy and shoot a missile, it will home in on the enemy. Furthermore, when you fire, your stock of missiles goes down.

### Seeker Missiles

You can fire missiles at up to five targets simultaneously. Take aim while pressing and holding ✚. It locks onto the target automatically, so let go of ✚ to fire.

Displays on the target you're locked onto.



Vinnie's Lair

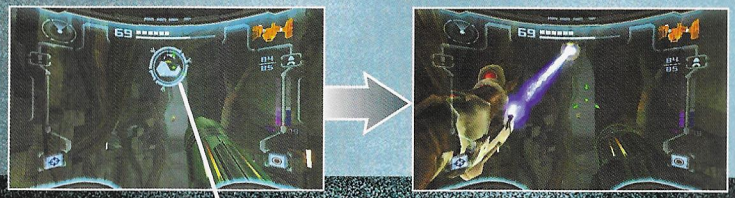
## Charge Combo

As the game progresses and you obtain the Charge Combo for each beam, you will be able to combine missiles with the beams you are using to fire a very powerful attack. When you press and hold Ⓐ and charge it to its maximum, press on the ✚ while still holding down Ⓐ. The performance of the Charge Combo and the number of missiles or beam ammo it consumes will vary according to the beam you are using.

| Charge Combo Name | Corresponding Beam | Missiles/Ammo Consumed |
|---|---|---|
| Super Missile | Power Beam | 5 missiles |
| Darkburst | Dark Beam | 5 missiles, 30 dark ammo |
| Sunburst | Light Beam | 5 missiles, 30 light ammo |
| Sonic Boom | Annihilator Beam | 5 missiles, 30 dark ammo, 30 light ammo |

## Grapple Beam

When you use the Grapple Beam, you will be able to latch onto a Grapple Point, gain momentum and fly through the air. If you lock onto the Grapple Point with Z, the beam will automatically launch and hang—just release with good timing to launch into the air. Also, you can fire beams with Ⓐ while hanging.




## Screw Attack

After executing a Space Jump, press B repeatedly and with good timing to initiate and perform Screw Attacks (a maximum of 6), which deals damage when you hit an enemy. Also, this will allow you to climb while jumping off some walls.

## Gravity Boost

After doing a Space Jump in water, press and hold B and you will be able to rise up through the water for a fixed time.

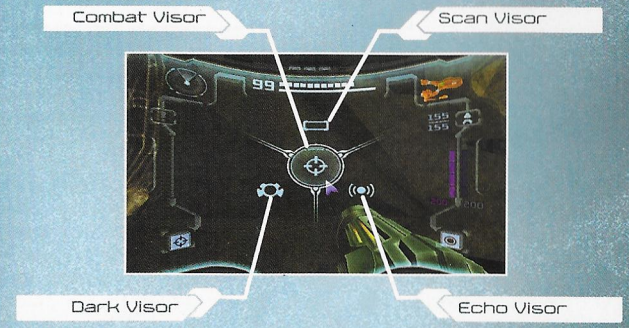


## Visors

Samus has four visors she can use, each with varying functions. Try to utilize the special characteristics of each one as you search the planet and defeat your enemies.

### Visor Selection Screen

If you press and hold −, point to the visor you want to use, and let go of −, you'll change your visor. Try to move ahead in the game by utilizing each function. Additionally, while equipping visors other than Combat Visor, you can change back to Combat Visor by tapping on −.



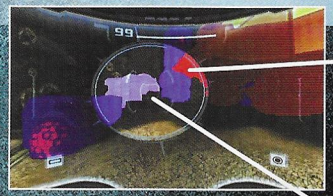

### Combat Visor

The most basic visor. You will use this mainly during battle.

Vinny's Lair

## Scan Visor

This visor reads information from creatures or computer terminals and collects data. While using the Scan Visor, you will not be able to use your weapons.



### Scan Targets

Important targets are displayed in red, and other targets are displayed in blue. Green indicates targets already scanned.

### Aim Cursor

You can scan creatures or various substances that are caught within this cursor.

## Performing a Scan

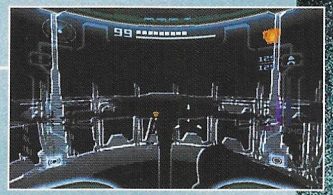
With the target highlighted with the aim cursor, press and hold Z to scan. Some devices can be activated by scanning. Also, when particularly important items are scanned, they are recorded in the Logbook (page 38).

## Dark Visor

This visor will allow you to see objects and creatures that exist in the dimensional rift that can't be seen with the naked eye. Targets, such as creatures, will be displayed in red.

## Echo Visor

This visor allows you to visualize sound waves. You will be able to see and know the locations of objects and creatures emitting sound waves.





## Morph Ball

If you press C, Samus will roll up into a ball and will be able to get through narrow passages, such as air vents or hidden passages, etc. To change back, press C again.

Energy Gauge
(page 34)
Remaining Power Bombs
This is the current / maximum number of Power Bombs.
Bombs
Number of bombs set
You can set up to 3 at a time.

## Bombs

You can set bombs with A, and damage your enemies with the blast or destroy certain floors or walls. You can also jump as a Morph Ball using the blast.

## Spring Ball

If you shake the Wii Remote (when you have bombs), you can jump while still in Morph Ball mode.

## Boost Ball

As the game progresses, if you obtain the Boost Ball function, you will be able to do high speed moves by pressing and holding B, then letting go. Note that the longer you hold B, the longer you can move with the Boost Ball.

## Spider Ball

As the game progresses, if you obtain the Spider Ball, you will be able to magnetically attach yourself in Morph Ball mode to certain magnetic tracks by pressing and holding Z. If you move ◎ on a Spider Ball track, you can move along the track. To release from the track, let go of Z. Also, you can launch off the track with the Boost Ball by pressing and holding B, then letting go.

## Power Bomb

As the game progresses, if you obtain Power Bombs, you will be able to use a powerful bomb by pressing ✚ and deal major damage to enemies in a wide range. When you use a Power Bomb, your stock of Power Bombs is reduced by one.



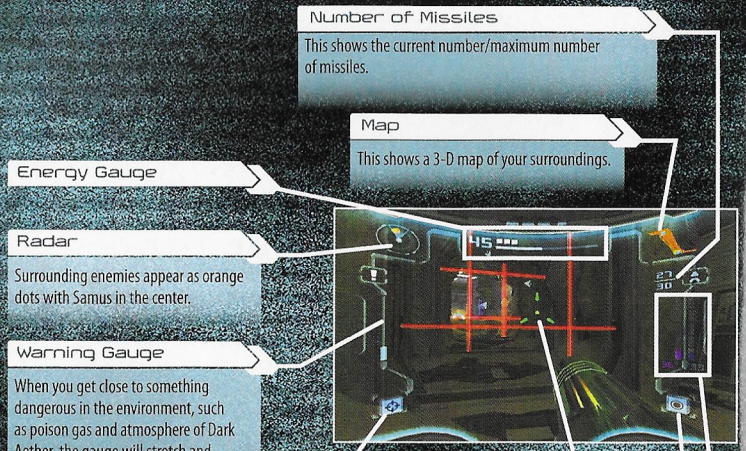
Vinm's Lair

# Game Screens

## Basic Screen (when using Combat Visor)

This is the basic screen when you're using the Combat Visor (page 30). The map screen (page 36) is displayed with ①, and the pause screen (page 37) is displayed with ②.

*The screen display may change depending on what is equipped or Samus's status.

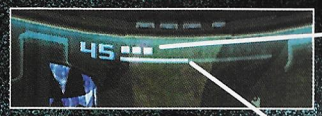

Number of Missiles
This shows the current number/maximum number of missiles.
Map
This shows a 3-D map of your surroundings.
Energy Gauge
Radar
Surrounding enemies appear as orange dots with Samus in the center.
Warning Gauge
When you get close to something dangerous in the environment, such as poison gas and atmosphere of Dark Aether, the gauge will stretch and warn you.
Reticule
Visor currently in use
Beam currently in use
Ammo Gauge
Purple line on the left shows the amount of Dark Beam ammo remaining, and white line shows the amount of Light Beam ammo remaining. The numbers show the exact amount of each ammo remaining.

### Lock-on cursor & target scope

When you get close to an object or enemy that can be locked onto, the lock-on cursor will be displayed, and when you lock on, it will change to a target scope.

### Reading the energy gauge

The energy gauge shows the life of Samus. You can restore energy by obtaining items, such as Energy Balls or by using save stations or the Gunship.


Energy Tank
One of these will fill the energy gauge. A square is added each time you obtain an Energy Tank.
Energy Gauge
The number on the left is the current energy level. It goes down when you take damage, and when it gets to 0, one Energy Tank will be empty.

### Game Over

The game is over when all Energy Tanks are empty and the energy gauge is at 0. To start from the last place you saved, select Yes with ◎ or ✚ and confirm with Ⓐ. If you select No, you'll go back to the title screen.



# Saving

You can save the game's progress by jumping onto a save station or Samus's Gunship. In order to save, you will need two available blocks in the Wii console memory. Please note that once data is overwritten, it cannot be recovered, so please be careful.

*For information on how to delete files within the Wii console memory, please see the Wii Operations Manual.

### Save Stations

Save stations are devices installed in many locations. In addition to being able to save your status, you can also restore your energy.

### Gunship

The Gunship is Samus's vehicle. In addition to being able to restore energy, you can also restore beam ammo, missiles and Power Bombs.

Vinm's Lair

# Two Worlds

The planet Aether is divided into Two worlds, Light Aether and Dark Aether.

## Light Aether

This is the world where the Luminoth race exists. It has been ravaged by the appearance of Dark Aether. The story starts when Samus lands here.

## Portals

These are the doors that connect the two worlds. When you find and start up the Light and Dark portals, Samus will be able to travel between the two worlds.

## Dark Aether

This is the mirror world of Light Aether, and the terrain is very similar. However, the atmosphere is toxic, and you can be damaged just by being there.

## Safe Zone

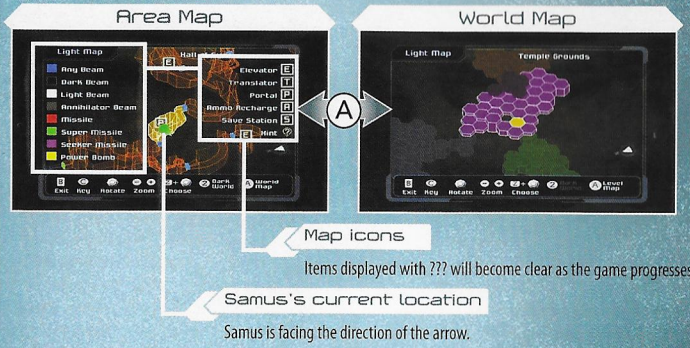
On Dark Aether, when you start up the Light Crystals or Light Beacons, a Safe Zone will be created in that area. In Safe Zone, you do not take damage from toxin of the atmosphere. Also, you can restore energy as long as you don't take any damage from enemies.

*Safe Zones created with Light Beacons will disappear after a time. If that happens, reactivate the Light Beacons to make the Safe Zone reappear.

# Map Screen

If you press ①, the current area map will be displayed, and the places you have visited so far will be displayed in orange. Also, if you display the world map with Ⓐ, you can check the worlds you have visited up to now, and you can switch between the Light Aether map and the Dark Aether map with ②.

Additionally, if you download a map at the Map Station in each area, the areas you have not visited yet will be displayed in blue.




## Map screen controls

| | |
|---|---|
| ◎ | Rotate |
| Z + ◎ | Choose |
| ⊕ | Enlarge map |
| ⊖ | Shrink map |
| Ⓐ | Switch area map and world map |
| ② | Switch between Light Aether and Dark Aether |
| Ⓒ | Key |
| B / ① | Exit |

## About doors

Each area has various doors set up. If you shoot the corresponding beam or missile at the door, you can unlock it and open it. In the case of Blast Shield doors, you must open the lock with a missile, it will then change to a blue door.

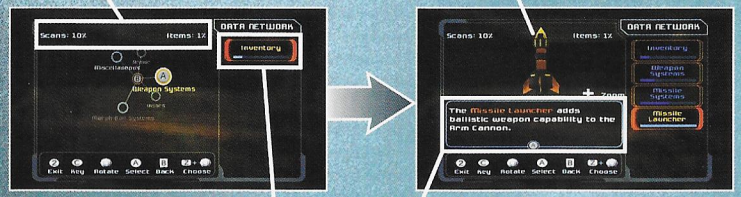
Vimm's Lair

# Pause Screen

If you press (2), the pause screen will be displayed. In the menu, select with ◎, and press (A) to confirm.

## Inventory

This allows you to check the equipment Samus can use and an explanation of it. Select the equipment type, then select the equipment.

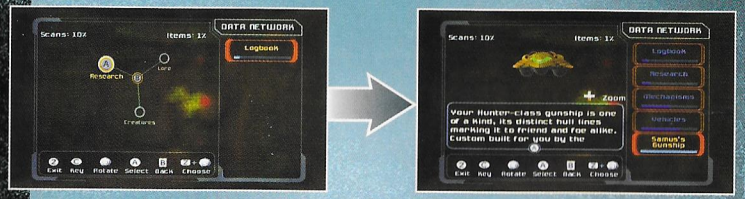



## Equipment Types

| | |
|---|---|
| Weapon Systems | All about beams (page 28) and missiles (page 28). |
| Morph Ball Systems | Info on Morph Ball upgrades (page 32). |
| Armor | Info on Power Suit upgrades. |
| Visors | All about Samus's visors (page 30). |
| Movement Systems | Equipment for moving, like the Space Jump. |
| Miscellaneous | Other equipment, such as Transfer Module or Energy Tanks. |

## Logbook

This allows you to check the information you scanned (page 31). Select the type of information, then the information itself.



## Information Types

| | |
|---|---|
| Lore | This allows you to check documents of the Luminoth or messages left by Federation troops or Space Pirates. |
| Creatures | This is data regarding the creatures you've scanned up to now. It will also allow you to check the weaknesses of your opponents. |
| Research | This is information about various mechanisms or worlds. |



Vinnie's Lair

## Options

The settings here are the same as on the Options (page7) you can access on the main menu, but on this screen, there is a visor setting, where you can tweak the settings for the visor. Also, if you select Quit Game, the game will end and you will go back to the title screen.

*If you select Quit Game, any data after the last save place will disappear, so please be careful.



### Visors

| | |
|---|---|
| Helmet Opacity | This sets the transparency of the helmet displayed on the screen from 0 (transparent) to 100 (dark). |
| HUD Lag | This switches whether you allow the visor frame to swing with your movement. |
| Visor Opacity | This sets the transparency of each information displayed on the screen from 0 (transparent) to 100 (dark). |

## Items

| | |
|---|---|
| Dark ammo | Replenishes Dark Ammo. Replenishment will vary according to the size. These appear when you defeat an enemy with a Light Beam. |
| Light ammo | Replenishes Light Ammo. These appear when you defeat an enemy with a Dark Beam. |

## METROID PRIME 3: Corruption

Six months have passed since the events on the planet Aether. A serious situation is unfolding within the Federation.

The Galactic Federation's network computer, the Aurora Units, has suddenly become corrupted with something like a virus.

The network is shut down, and during the investigation of the cause, it becomes clear that the situation is larger than this isolated incident.

About four months ago, the Federation ship Valhalla was attacked by Space Pirates and went missing, and the Aurora Unit 313 on board the Valhalla was taken. The virus was transmitted from this Aurora Unit, infecting other Aurora Units one by one.

If the Space Pirates attack while the network is down, the Federation will take considerable damage. To restore the network as quickly as possible, the Federation urgently assembles bounty hunters to the Federation flagship Olympus.

During the explanation of the situation, the Federation is viciously assaulted by the dreaded Space Pirates. Samus and the bounty hunters who were headed to the planet Norion must protect the Federation base, which appears to be the main target. They know that an object like a giant meteor, called a Leviathan, is coming to the planet. If the Leviathan hits, Norion will be destroyed.

To avoid this danger, Samus and the bounty hunters must fight to restore the Federation's defense system that has been shut down by the pirates.

To top things off, the agent behind the attack is Dark Samus, thought to have been killed by Samus on planet Aether...



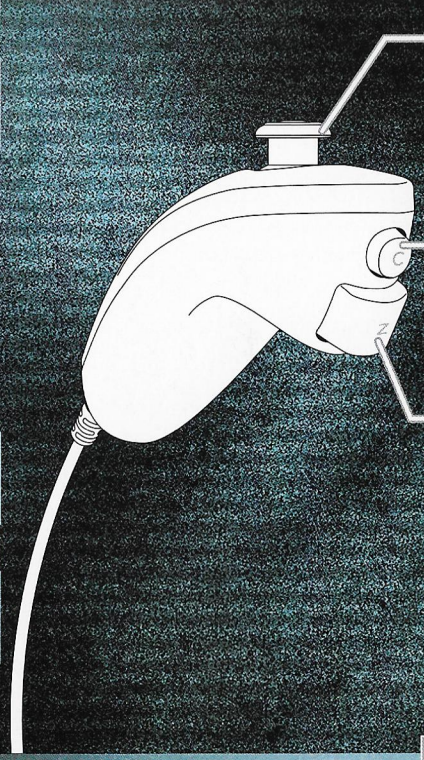
Vinny's Lair

# Controls

Metroid Prime 3: Corruption is played with a combination of the Nunchuk and the Wii Remote. You will be able to use the controls shown in red as the game progresses.

You cannot use the Nintendo GameCube controller to operate this game.

## Nunchuk



### Control Stick

- Move

### C Button

- Turn into Morph Ball / Change back

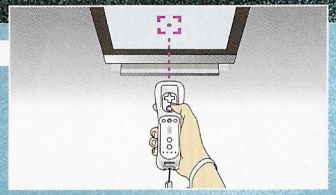
### Z Button

- Fix viewpoint
- Lock on
- [In Scan Visor mode] Scan
- [In Morph Ball mode] Spider Ball
- [With Command Visor] Send orders to Gunship

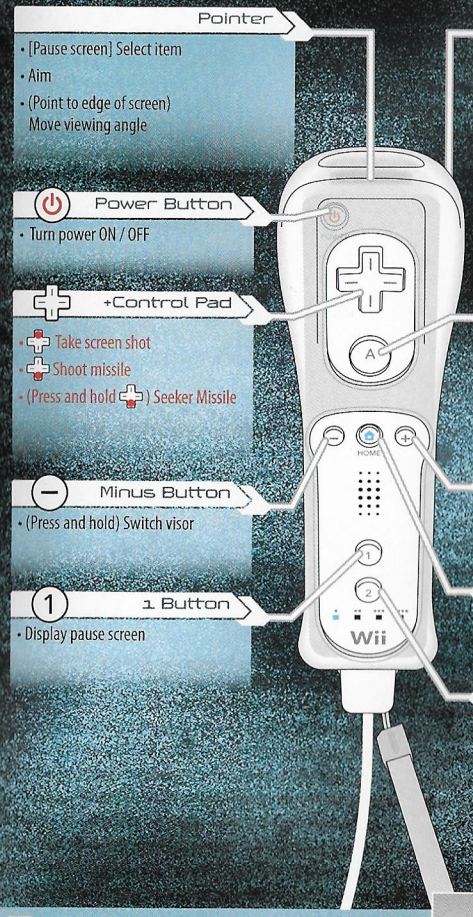
*If you lock on to a Grapple Point and shake the Nunchuk, you will shoot the Grapple Beam.

### Pointing

Facing the Wii Remote pointer toward the screen and indicating a certain location is called pointing. In this game, moving aiming point and changing the view angle are done by pointing.



## Wii Remote



### Pointer

- [Pause screen] Select item
- Aim
- (Point to edge of screen) Move viewing angle

### Power Button

- Turn power ON / OFF

### +Control Pad

- Take screen shot
- Shoot missile
- (Press and hold ) Seeker Missile

### Minus Button

- (Press and hold) Switch visor

### 1 Button

- Display pause screen

### B Button

- Cancel
- Jump
- [During jump] Space Jump
- [During Space Jump] Screw Attack
- [In Morph Ball mode] Boost Ball

### A Button

- Confirm item
- Shoot beam
- (Press and hold) Charge
- [In Morph Ball mode] Bomb

### + Button

- (Press and hold) Start / End Hypermode

### HOME Button

- Display HOME Button menu

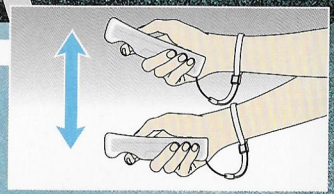
### 2 Button

- Display hints or help

*Use this when your game progress is stuck.

### Shaking the Wii Remote

If you shake the Wii Remote in Morph Ball mode, you'll perform a Spring Ball, where you jump as a Morph Ball.







Vmm's Lair

# Samus's Actions

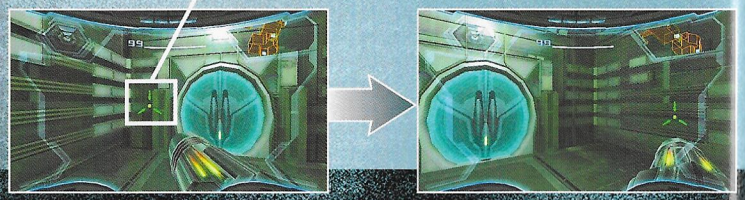
## Move / Jump / Space Jump

Samus will move in the direction ◎ is tilted. Press B to make Samus jump. During the jump, if you press B, Samus will then be able to do a Space Jump—a second midair jump.

## Aiming and Changing View

You'll aim beams or missiles at wherever you point with the Wii Remote. If you aim at the edge of the screen, the viewing angle will move in that direction.

*Set up the movement sensitivity in "Sensitivity" in Controls (page 7).




## Lock-On

You can lock onto nearby enemies and focus your field of vision by pressing down on Z. If you lock on and shoot missiles (page 44), they will fly toward the enemy. To cancel the lock-on, let go of Z.

### Aiming During Lock-on

When the Lock-on Free Aim (page 7) is turned ON, you will be able to freely aim the arm cannon during lock-on. Beams will then fly toward where you aim, but missiles will still track the target you locked onto.

### Moving During Lock-on

If you tilt ◎ while locked onto an enemy, you can move while remaining focused. Also, if you tilt ◎ right or left while locked on and lightly press B, you can do a sidestep.



## Beams

Shoot beams with A. The beam you can use from the beginning is called the Power Beam, and it will become more powerful as you obtain new functions. Also, if you press and hold A, it will charge, and when you let go, you will shoot a powerful Charge Beam. Additionally, while charging, you can pull in Energy Balls or missiles. When player acquires the new beam it will merge with the previous beam, adding new abilities to the beam, while keeping the properties of the previous beam.

### Plasma Beam

When you obtain the Plasma Beam, you will be able to burn or melt some enemies and obstacles.

### Nova Beam

When you obtain the Nova Beam, your beam will be able to penetrate obstacles of a certain material. Also, if you combine it with the X-Ray Visor (page 47), you will be able to defeat some enemies with a single shot.

## Missiles

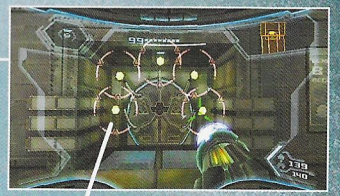
If you press ✚, you can fire missiles. If you lock onto the enemy and shoot a missile, it will home in on the enemy. When you fire, your stock of missiles goes down.

### Ice Missile

If you have the Ice Missile, when it hits some enemies whose life energy is down, you will be able to freeze them.

### Seeker Missiles

You can fire missiles at up to five targets simultaneously. Take aim while pressing and holding ✚. It locks onto the target automatically, so let go of ✚ to fire.



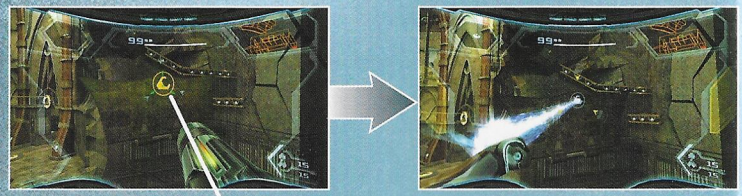

Displays on the target you're locked onto.



Vimm's Lair

# Grapple Beam

When you use the Grapple Beam, you will be able to latch onto and pull items, like enemy shields and some hatches. When you lock on to a Grapple Point, shake the Nunchuk to shoot the beam. When the beam connects to the target, pull the Nunchuk back.




## Grapple Swing

If you have the Grapple Swing, you will be able to hang from a certain type of Grapple Point, gain momentum, and fly through the air. If you lock on to a specific Grapple Point with Z, it will automatically shoot the beam and hang, so just release with good timing to launch into the air.

## Grapple Voltage

If you obtain the Grapple Voltage, after you shoot the Grapple Beam, you will be able to exchange energy with the target of the beam. After you shoot the beam, tilt up on ◎ to send your energy to the target, and tilt down to absorb energy from the target.

# Screw Attack

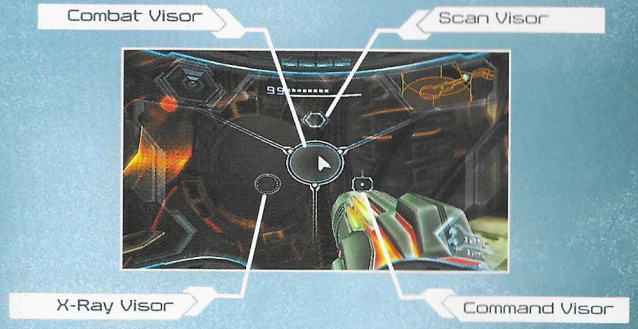
After obtaining the "Screw Attack", if you press B during a Space Jump, you will jump while rotating. If you press B with good timing, you will be able to jump repeatedly (a maximum of 6), and if you hit an enemy, you will give damage. You will also be able to climb some walls while jumping back and forth.

# Visors

Samus has four visors she can use, each with varying functions. Try to utilize the special characteristics of each one as you search the environment and defeat enemies.

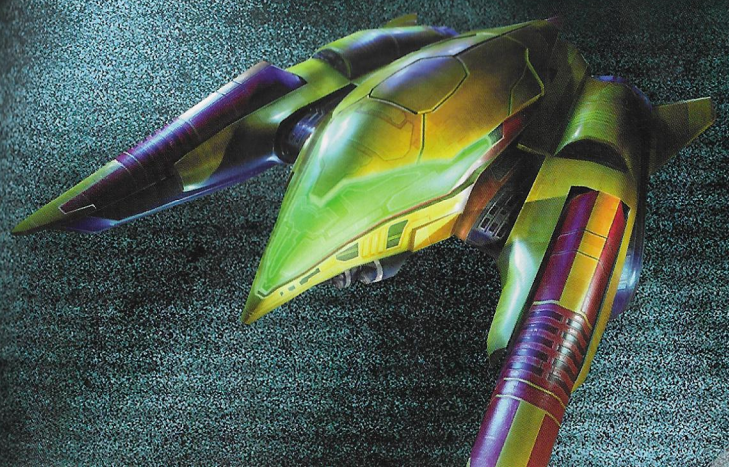
## Visor Selection Screen

If you press and hold ⊖, point to the visor you want to use, and let go of ⊖, you can change the visor. Try to move ahead in the game utilizing each visor's function. Additionally, to go back to the basic screen (Combat Visor) from anything except the Combat Visor, point to the center of the visor-selection screen and let go of ⊖, or quickly press ⊖.




## Combat Visor

The most basic visor. You will use this mainly during battle.

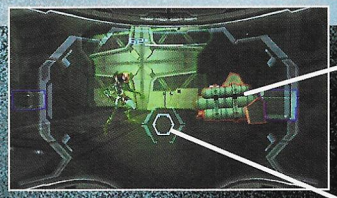




Vinny's Lair

## Scan Visor

This visor reads information from creatures or computer terminals and collects data. While using the Scan Visor, you will not be able to use your weapons.



**Scan Targets**

Important targets are displayed in red, and other targets are displayed in blue. Green indicates targets already scanned.

**Aim Cursor**

You can scan creatures or various substances that are caught within this cursor.

## Performing a Scan

With the target caught within the aim cursor, press and hold Z to scan. Some devices can be activated by scanning. Also, when particularly important items are scanned, they are recorded in the Logbook (page 53).

## Command Visor

When you switch to the Command Visor and lock onto a command icon, you will have remote control of your Gunship and can execute various commands. You will be able to use it to make progress in the game.

Command Icon

## Commands you can send to the Gunship:

| | |
|---|---|
| Landing | Call the Gunship and have it land on a landing site. |
| Ship Missile | If you obtain the Ship Missile, you will be able to fire it at some targets. Also, when an enemy is in a room where you can see the sky, you will be able to fire missiles to random locations in the room by pressing and holding Z. |
| Ship Grapple | If you obtain the Ship Grapple, you will be able to lift and carry some targets using the Gunship. |

## X-Ray Visor

This visor has an x-ray function, and you will be able to use it after you obtain it. Basically, it display the same information as the basic screen (Combat Visor), but allows you to see through walls and find hidden targets or invisible objects. Additionally, the target's weaknesses will be displayed in red, and if you lock on, it will zoom in on them.

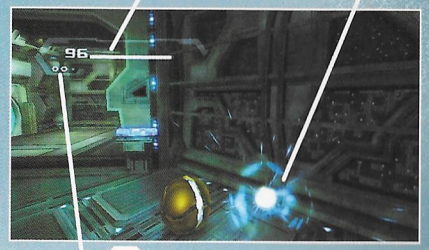


# Morph Ball

If you press C, Samus will roll up into a ball and will be able to get through narrow passages, such as air vents or hidden passages, etc. To change back, press C again.

Energy Gauge
(Page 50)

Bombs




Number of bombs set

You can set up to 3 at a time.

## Bombs

You can set bombs with A to damage your enemies with the blast or destroy certain floors or walls. You can also jump as a Morph Ball using the blast.

## Spring Ball

If you shake the Wii Remote, you can jump as a Morph Ball.

## Boost Ball

As the game progresses, if you obtain the Boost Ball function, you will be able to do high speed moves by pressing and holding B, then letting go. Note that the longer you hold B, the longer you can move with the Boost Ball.

## Spider Ball

As the game progresses, if you obtain the Spider Ball, you will be able to magnetically attach yourself in Morph Ball mode to certain magnetic tracks by pressing and holding Z. If you move ◎ on a Spider Ball track, you can move along the track. To release from the track, let go of Z. Also, you can launch off the track with the Boost Ball by pressing and holding B, then letting go.



Vinny's Lair

# Game Screens

## Basic Screen (when using Combat Visor)

This is the basic screen when you're using the Combat Visor (page 46). The pause screen (page 52) is displayed with ①.

*The screen display may change depending on what is equipped or Samus's status.

**Map**
This shows a 3-D map of your surroundings.

**Energy Gauge**

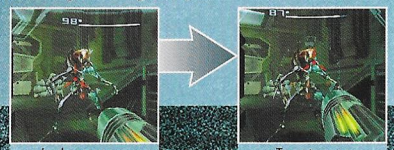
**Radar**
Surrounding enemies appear as orange dots with Samus in the center.

**Reticule**

**Numbers of missiles**
This shows the current number / maximum number of missiles.

### Lock-on cursor & target scope

When you get close to targets that can be locked onto, the lock-on cursor will be displayed, and when you lock on, it will change to a target scope.



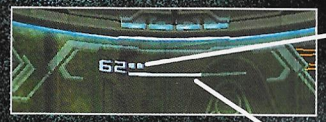
Lock-on cursor

Target scope



### Reading the energy gauge

The energy gauge shows the life of Samus. You can restore energy by obtaining items such as Energy Balls, or by using save stations or the Gunship.




**Energy Tank**
One of these will fill the energy gauge. A square is added each time you obtain an Energy Tank.

**Energy Gauge**
The number on the left is the current energy level. It goes down when you take damage, and when it gets to 0, one Energy Tank will be empty.

### Game Over

The game is over when all Energy Tanks are empty and the energy gauge is at 0. To start from the last place you saved, point at Yes and confirm with Ⓐ. If you select No, you'll go back to the title screen.

*The game will be over, also if Samus is completely corrupted while in Corrupt Hypermode (page 54)

# Saving

You can save the game's progress by jumping onto a save station or the Gunship. In order to save, you will need two available blocks in the Wii console memory. Please note that once data is overwritten, it cannot be recovered, so please be careful.

*For information on how to delete files within the Wii console memory, please see the Wii Operations Manual.

### Save Stations

Save stations are devices installed in many locations. In addition to being able to save your status, you can also restore your energy.

### Gunship

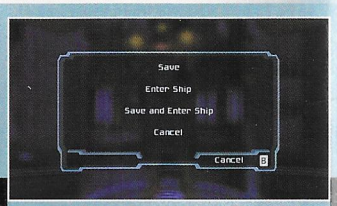
If you stand on the hatch of the Gunship and select Save or Save and Enter Ship, you can save the game's progress.

Vmm's Lair

# Gunship

When you stand on the hatch of the Gunship and select Save and Enter Ship, you can, you can save the game's progress or restore energy and missiles. Additionally, if you enter the Gunship, you can move to other planets or use devices within the Gunship.

*To use devices within the Gunship, point and press Ⓐ.




When you enter the Gunship, select Save and Enter Ship.

## Move to Other Planets

If you use devices in front of Samus's seat, you can move to other planets or other landing sites. Select in order of the planet you want to go to, then the landing site.

Point to the devices in front of Samus's seat and press Ⓐ.

**Landing Site**

Select the landing site where you want to land. ⛔ indicates places you can't land yet.

**Galaxy Map**

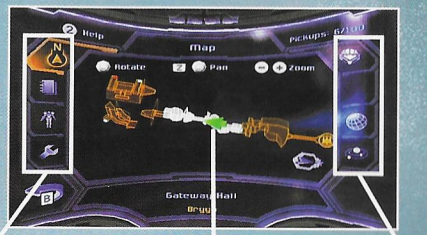
This displays the galaxy map (entire galaxy).

## Other Devices

The Gunship is prepared with a wireless communication device and a device that allow you to check your battle log. Use them according to the instructions or as the game progresses.

# Pause Screen

If you press ① during the game, you will go to the pause screen where you can check various kinds of information. Select Map, Logbook, Status, or Options and switch to that menu. You can check the details on how to control each screen by pressing ②.




Menu

Sub-Menu

Samus's current location

The arrow shows the direction Samus is facing.

## Map

An area map focused on the current area is displayed. Areas where you have not yet landed are shown in blue, and areas where you have landed are shown in orange. You can check the meaning of each icon shown on the map or the control method by pressing ②.

*When you point a room and press Ⓐ while displaying the area map, map will change to room map and you can see the details of the room.

### Map sub-menu

| | |
|---|---|
| | This shows Samus's current location. |
| | This shows a planet map of where you are. |
| | This shows a galaxy map. |
| | You can select this only when a room map is displayed, and put a mark on that room. |

### About doors

Each area has various doors set up. If you shoot the corresponding beam or missile at the door, you can unlock it and open it. In the case of Blast Shield doors, you must open the lock with a missile, it will then change to a blue door.

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## Logbook

This allows you to check your current goal or any information you scanned (page 47).

### Logbook sub-menu

| | |
|---|---|
| | Check the latest information or missions already achieved. |
| | Check details such as enemies or people you scanned. |
| | Check details of important items or objects that you scanned. |
| | Check records left in each location. |

## Inventory

This allows you to check Samus's or the Gunship's equipment, or the number of credits.

### Inventory sub-menu

| | |
|---|---|
| | Check Samus's equipment. |
| | Check the Gunship's usable equipment. |
| | If you obtain an Energy Cell, they will be displayed, and you will be able to check the Energy Cell acquisition or usage status. |
| | Check the current number of credits. |

## Options

This allows you to set up Options (page 7) or end the game.

### Options sub-menu

| | |
|---|---|
| | Set the controls (page 7). |
| | In addition to items displayed when you select Main Menu ⟶ Options ⟶ Display, you can also set the visor opacity and helmet opacity from 0 (transparent) to 100 (dark). |
| | Change sound settings (page 7). |
| | This allows you to end the game and go back to the title screen. *Data not saved will be lost, so be careful. |



# Hypermode

After you obtain the PED Suit, you will be able to utilize Hypermode. However, if you stay in Hypermode past a certain amount of time, you will fall into Corrupt Hypermode, a dangerous situation, so be careful.

## Starting Hypermode

When you obtain the PED Suit, you can use one Energy Tank and start up Hypermode by pressing and holding ⊕. While in Hypermode, you will be able to do powerful attacks, and will no longer take damage from enemy attacks.

*If you don't have any Energy Tanks, you will be unable to start up Hypermode.

Phazon Energy Gauge

This is spent when you use your weapons.

## Cancelling Hypermode

You can cancel Hypermode by pressing and holding ⊕. Energy is restored depending on how much is left on the Phazon energy gauge. If 25 seconds pass after starting Hypermode, or if the Phazon energy gauge gets to 0, Hypermode is automatically cancelled.

*If Hypermode is automatically cancelled, your energy is not restored, so be careful.

## Corrupt Hypermode

When the game progresses to some extent, and you start up Hypermode, when a certain amount of time passes, the Phazon inside Samus's body goes on a rampage, and she will enter Corrupt Hypermode. While in Corrupt Hypermode, the following phenomena will occur.

- Even if you press and hold ⊕, you cannot cancel Hypermode. To cancel Hypermode, a certain amount of time needs to pass, or the Phazon energy gauge needs to get to 0 by using your weapons.
- The Phazon energy gauge goes up with the passage of time and with enemy attacks.
- If the Phazon energy gauge fills up and stays there for a certain amount of time, Samus will be completely corrupt and the game will be over.



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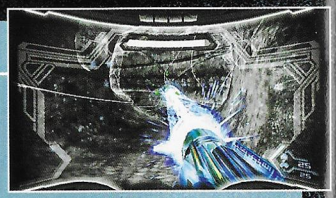
# Hypermode Attacks

When you start up Hypermode, you will be able to do Hypermode exclusive attacks.

## Hyper Beam



If you press Ⓐ, you can consume Phazon energy and shoot a powerful beam. Additionally, there are some obstacles that can only be destroyed by the Hyper Beam.

*The special properties of Plasma Beam and Nova Beam will not carry over to Hyper Beam, so be careful.

## Hyper Charge Beam

If you press and hold then release Ⓐ, depending on how long you hold the button, you can continuously fire a powerful beam while consuming Phazon energy.

*You can also pull in Energy Balls while charging.

## Hyper Ball

If you obtain the Hyper Ball, while in Morph Ball mode, you can press and hold Ⓐ to attack your surroundings. While you press and hold the button, you will use Phazon energy.

## Hyper Missiles

If you obtain the Hyper Missiles, by pressing ✚, you can use Phazon energy and fire a powerful missile.

## Hyper Grapple

If you obtain Hyper Grapple, you can use the same ability as the Grapple Voltage (page 45) while in Hypermode. While using the Grapple Beam (page 45) in Hypermode, tilt up or down on ◎.



# MULTIPLAYER

This mode allows you to play with two to four players based on Metroid Prime 2: Echoes. To play in this mode, you will need enough Wii Remote and Nunchuk controllers for the number of people playing.

## Starting Multiplayer

When you select Multiplayer on the main menu, the screen at right will be displayed. Each player presses Ⓐ to enter.

After entry, if you press ②, each player can set up rumble functions, sensitivity, and Lock-On Free Aim settings (page 7). Confirm each setting by tilting down on ◎, and switch the setting by tilting ◎ right/left. When you select OK, the settings are done. When everyone has done their entries, go to the next screen with ⊕.

## Game Mode Selection

Select your game mode from Deathmatch or Bounty Mode. Rotate the menu with ◎ and confirm with Ⓐ. After you confirm, you can change the BGM and number of targets. When the settings are done, select OK.

## Stage Selection

Select the stage you will battle on with ◎ and confirm with Ⓐ. Press Ⓐ and the game will begin.

## Multiplayer Rules

Aim at achieving the winning conditions and battle the other players (winning conditions vary with the game mode). If you take damage and your energy gauge gets to 0, or if you fall outside the stage, it will be a miss, and you will come back a few seconds later in another place.
Also, you can use the following equipment in Multiplayer.

| | |
|---|---|
| Normal | Power Beam, Grapple Beam, Charge Beam, Space Jump, Gravity Boost, Combat Visor, Dark visor |
| Morph Ball | Bomb, Boost Ball, Spider Ball |



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## Deathmatch

This mode has you fighting several other players. The game ends when someone achieves the winning number of defeats or when the remaining time gets to 0.

## Bounty Mode

This mode has you competing for points, as you collect the coins that other players will drop when they take damage. The game ends when someone achieves the number of target points or when the remaining time gets to 0.

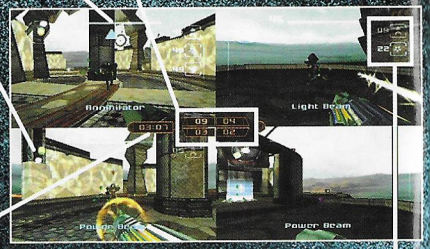
Coins

### Coin colors and number of points

| | |
|---|---|
| White: | 1 point |
| Blue: | 5 points |
| Red: | 10 points |
| Green: | 50 points |
| Gold: | 100 points |

## Multiplayer Screen

During a multiplayer game, the screen will be divided, as shown at right. Also, some of the displays will be different from single-player mode.



**Energy gauge**

This goes down as you take damage, and you'll lose a life when it gets to 0.

**Radar**

Player 1 is orange, Player 2 is white, Player 3 is green, and Player 4 is blue.

**Remaining Time**

This displays the current time left.

**Current no. of defeats**

*If the game mode is Bounty Mode, the current number of points is displayed.

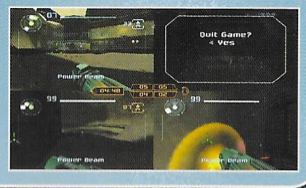
**Weapon display**

This is the current number of, from the top, missiles, light ammo, and dark ammo.



## Pausing During Multiplayer

If you press (2) while playing multiplayer, you will pause the game. The player that pauses the game can end the game or change the music. To restart the game, press (2) again or press [B].




## Results Screen

When the time limit is up or when someone achieves the winning conditions, the scores and ranking will be displayed on the Results screen. Press (A) after you check them. You will go back to the game-mode selection screen.

## Multiplayer Items

### Energy Ball

When you get a purple Energy Ball, your energy will be restored by 10. If you get a red Energy Ball, it will be restored by 30.

### Missiles

If you get one, it will restore 5 missiles. There are also Super Missiles that can do a more powerful attack than normal missiles.

### Randomizer

When you go inside, you will be able to temporarily acquire various abilities, such as Invisible Mode, Invincible Mode, Hacker Mode (where you can plant a virus on opponents you scan and make them use their energy), and Death Ball (a Morph Ball that gives major damage to opponents it hits).

### Item Box

Equipment such as Dark Beam, Light Beam, Annihilator Beam, and Power Bomb are inside these. If you destroy the box, the item inside will appear.



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